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(54) **GEO-LOCATION SIGNAL FINGERPRINTING**

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H04W 64/00 (2009.01)

G01S 1/00 (2006.01)

G01S 5/02 (2010.01)

(52) **U.S. Cl.**

CPC **H04W 64/00** (2013.01); **G01S 1/00** (2013.01); **G01S 5/0242** (2013.01); **G01S 5/0252** (2013.01)

(58) **Field of Classification Search**

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G01S 1/02

USPC 455/456.6, 456.1, 550.1; 342/450
See application file for complete search history.

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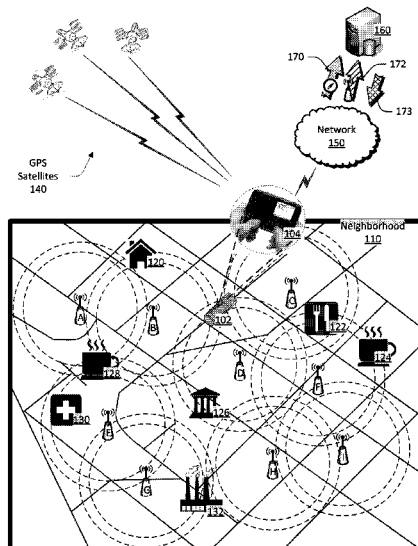
Primary Examiner — Danh Le

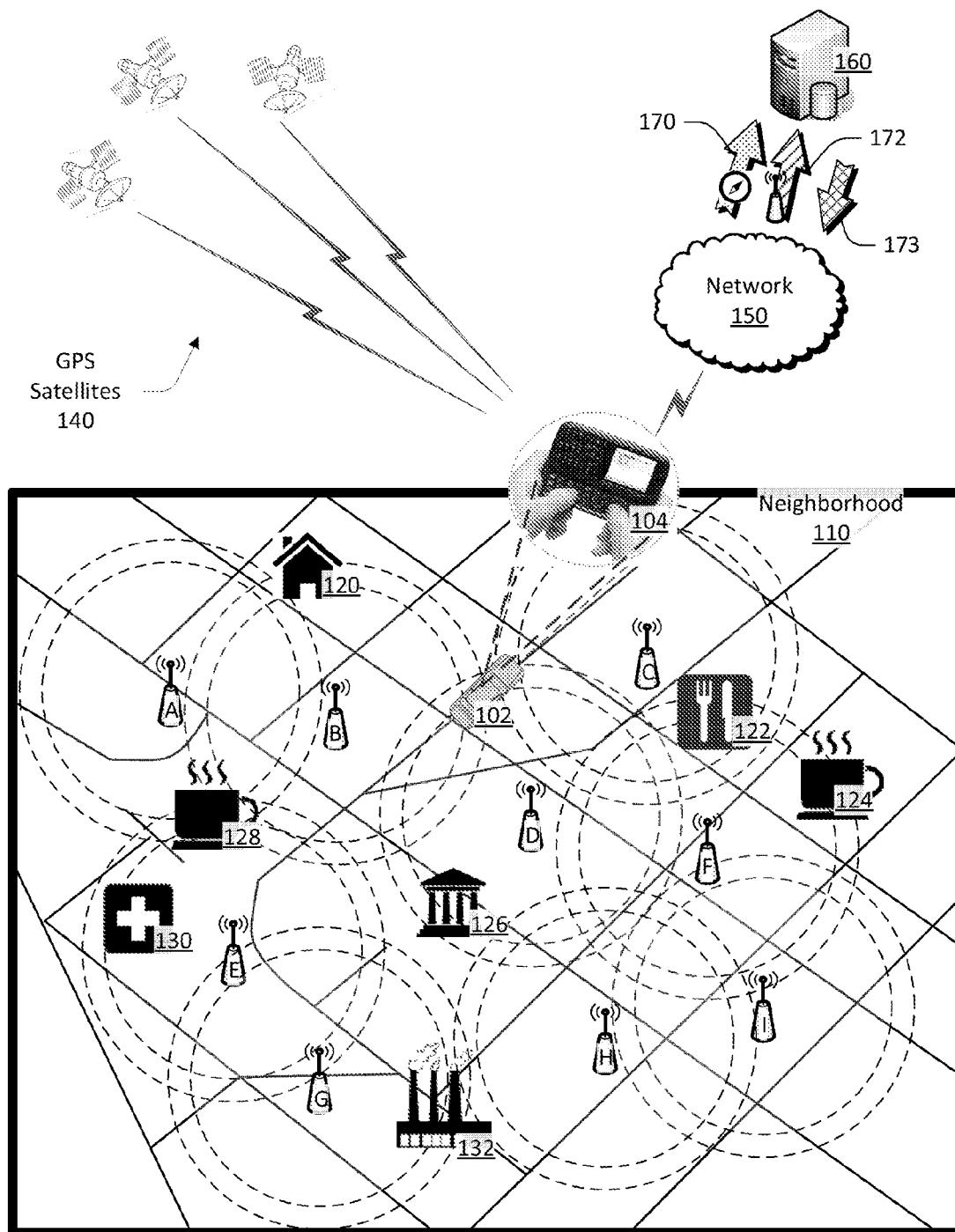
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(57) **ABSTRACT**

Disclosed herein is a technology related to low-power, accurate location estimation for mobile devices (such as a smart-phone). More particularly, the disclosed technology facilitates estimation of a physical or “real world” location (e.g., geo-location) without relying on the conventional always-on and battery-draining approaches of Global Positioning Systems (GPSs) or some form of telemetry based upon multiple radio signals (e.g., cellular). This Abstract is submitted with the understanding that it will not be used to interpret or limit the scope or meaning of the claims.

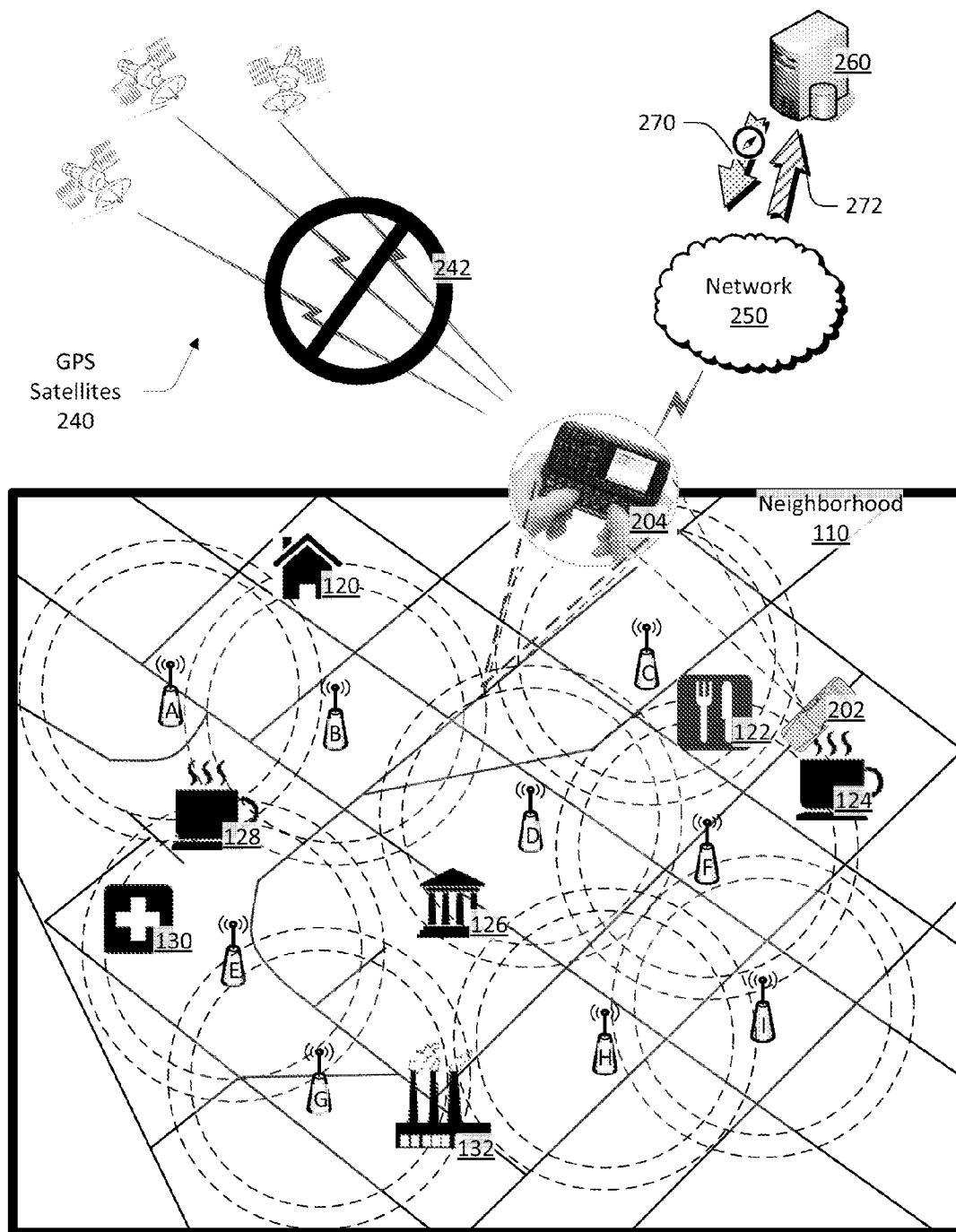
16 Claims, 8 Drawing Sheets





100

Fig. 1



200

Fig. 2

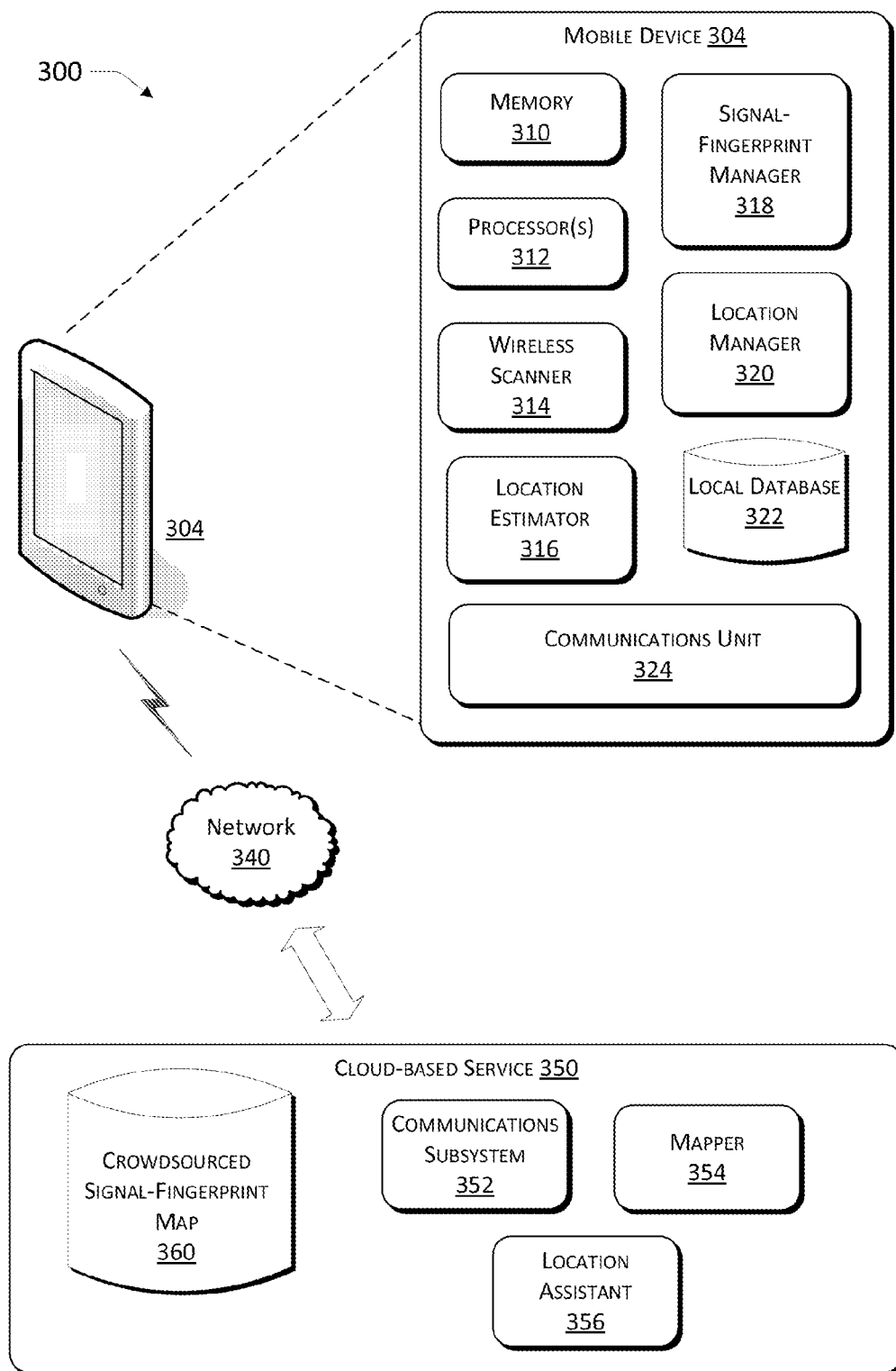
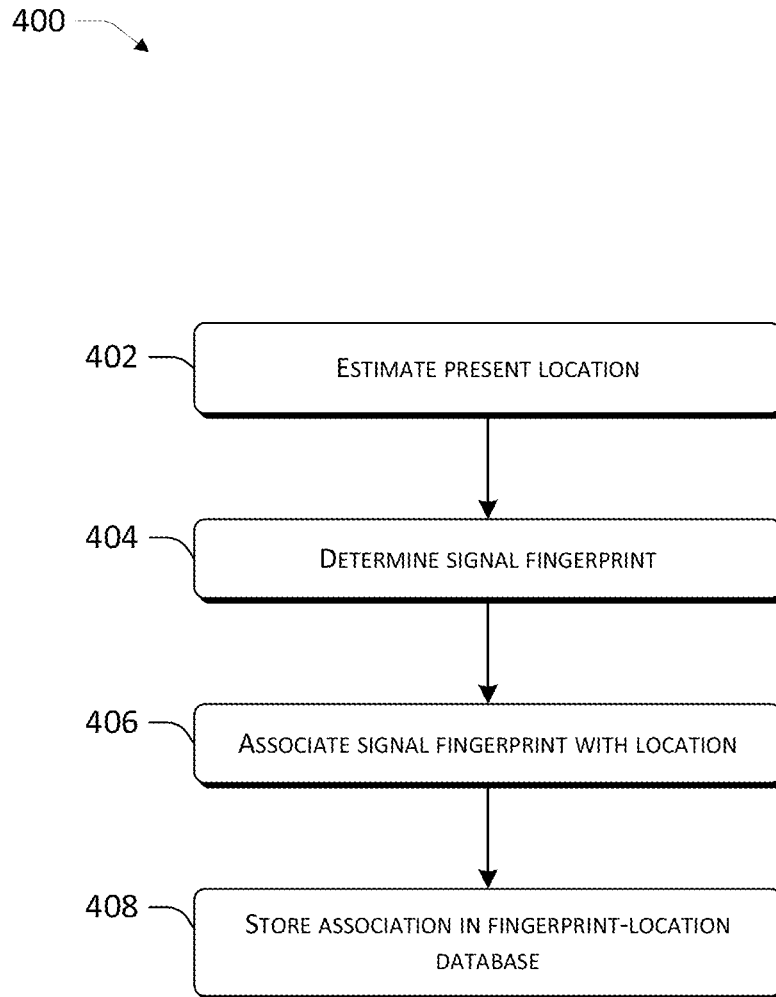
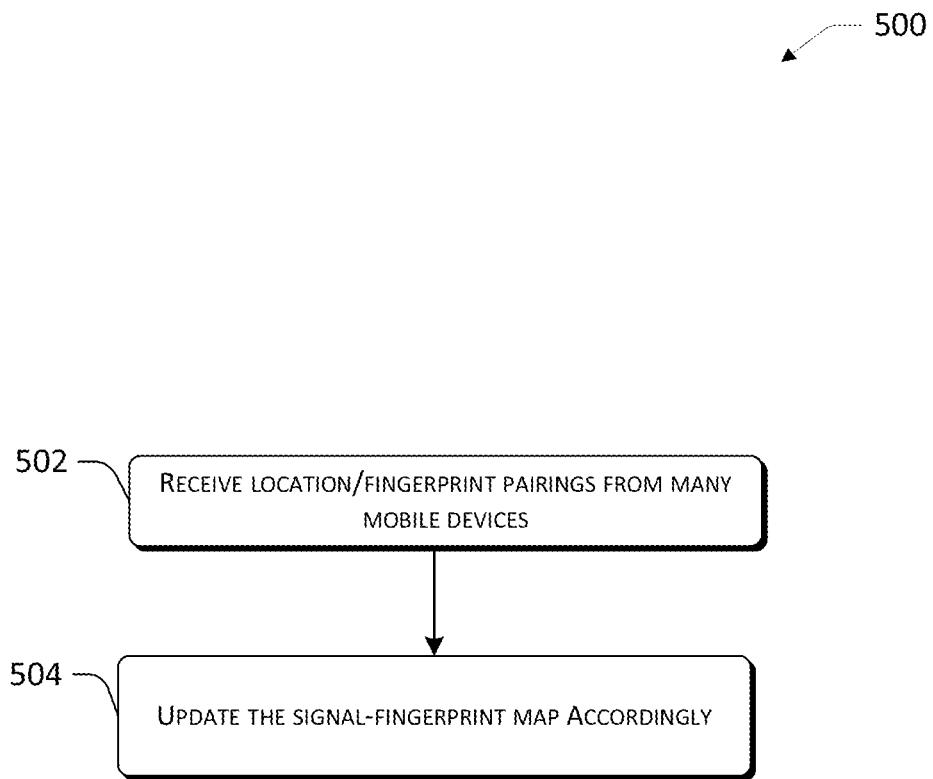
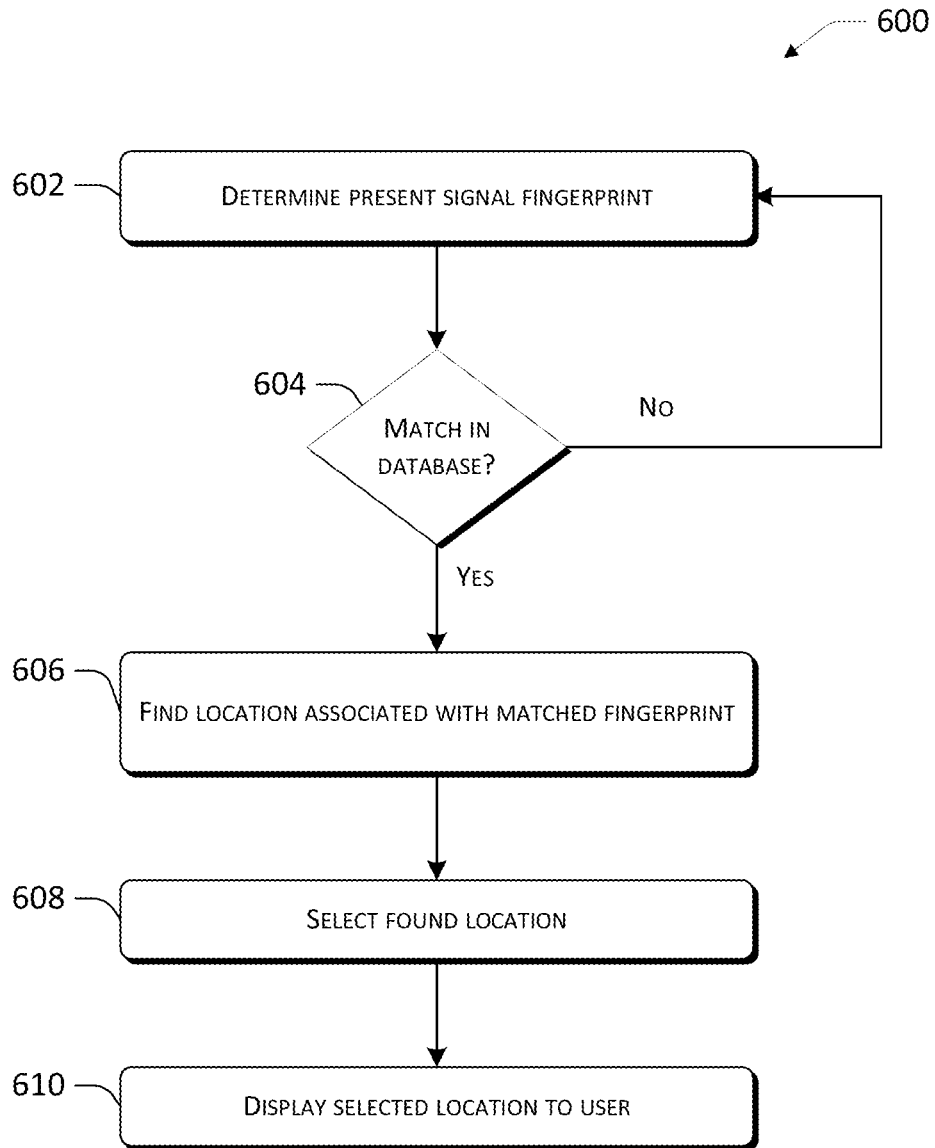


Fig. 3

*Fig. 4*

*Fig. 5*

*Fig. 6*

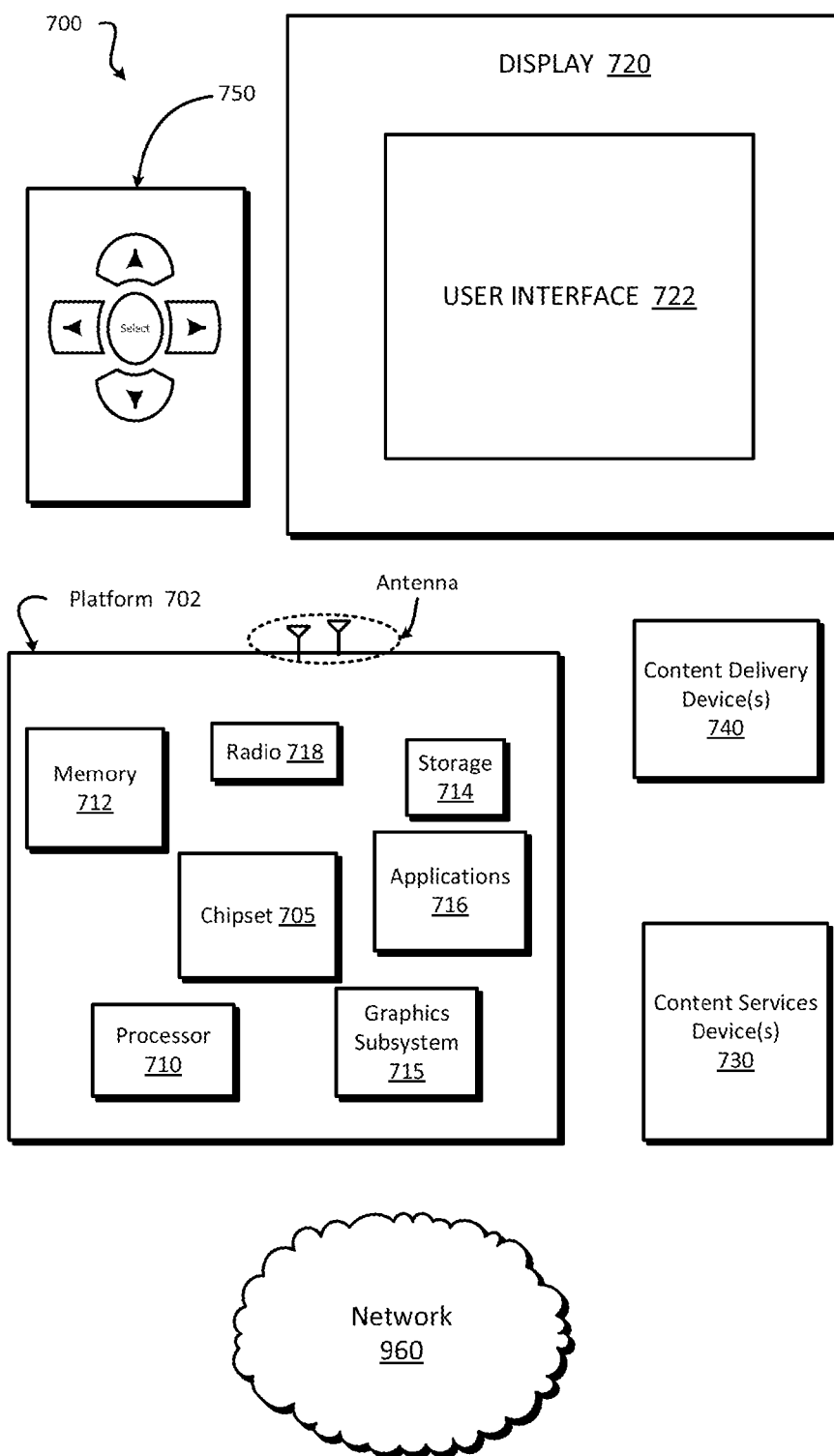


Fig. 7

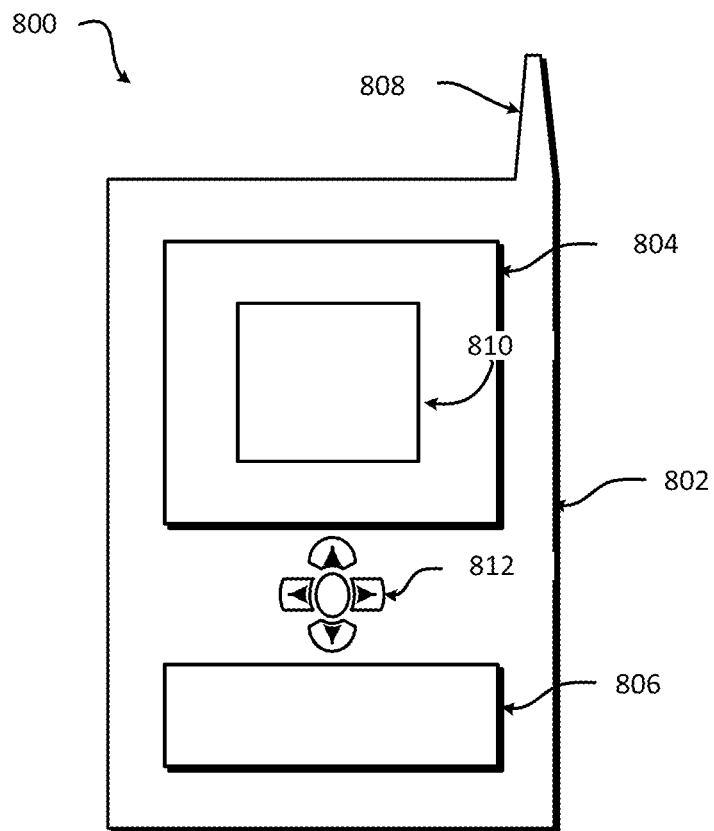


Fig. 8

GEO-LOCATION SIGNAL FINGERPRINTING**BACKGROUND**

The use of mobile devices, such as smartphones, is nearly ubiquitous. Many of these mobile devices include the capability to determine their geo-physical (e.g., geographic) location. That is, the mobile device is capable of determining its location in the real world. Conventionally, location determination is typically accomplished by using Global Positioning Systems (GPS), some form of telemetry based upon multiple radio signals (e.g., cellular), internet protocol (IP) geo-location, or some combination thereof.

A collection of so-called location-based services (LBSs) are emerging that take advantage of the location-awareness capability of the mobile devices that so many people are carrying with them each day. For example, LBSs include targeted advertising, social networking, locating friends (“check-ins”), photo-tagging, life-logging, location-based games, fitness monitoring, etc. LBS may include vehicle or parcel tracking as well.

BRIEF DESCRIPTION OF THE DRAWINGS

FIGS. 1 and 2 show example scenarios that illustrate an environment in which implementations in accordance with the description herein may operate.

FIG. 3 illustrates an example system in accordance with one or more implementations described herein.

FIGS. 4-6 illustrate processes in accordance with one or more implementations described herein.

FIG. 7 illustrates an example computing device to implement in accordance with the technologies described herein.

FIG. 8 illustrates an example device to implement in accordance with the technologies described herein.

The Detailed Description references the accompanying figures. In the figures, the left-most digit(s) of a reference number identifies the figure in which the reference number first appears. The same numbers are used throughout the drawings to reference like features and components.

DETAILED DESCRIPTION

Disclosed herein is a technology related to low-power, accurate location estimation for mobile devices (such as a smartphone). More particularly, the disclosed technology facilitates estimation of a physical or “real world” location (e.g., geo-location) without relying on the conventional always-on and battery-draining approaches of Global Positioning Systems (GPSs) or some form of telemetry based upon multiple radio signals (e.g., cellular). A geo-location is typically defined by geo-coordinates, such as latitude, longitude, and altitude. Using the technology described herein, a mobile device can find its geo-location without GPS or signal-based telemetry.

Location Awareness

Location awareness involves the mobile device determining its present location. Conventional location-determination approaches include GPS and signal-positioning or telemetry (e.g., triangulation, trilateration, and other forms of interpolation and extrapolation) to determine geo-location relative to multiple signal sources. GPS are near-ubiquitous outdoor location technology and a GPS enabled typical smartphone has three to five meter accuracy. For signal positioning, the signal sources can use cellular or a variant of IEEE 802.11 (i.e., Wi-Fi).

GPS is a system in which mobile devices locate themselves by measuring radio signal time-of-flight from a subset of the GPS satellites. GPS is characterized as fairly accurate (i.e., three to five meters with a clean signal), but GPS is notoriously power hungry. Typically, GPS draws 45-150 mw on most mobile devices.

Signal positioning (e.g., WiFi/cellular trilateration) is a conventional approach to wide-area location estimation and is now near ubiquitous on smartphones. WiFi/cellular trilateration relies on a database of IEEE 802.11 (i.e., Wi-Fi) access points and cellular tower locations, indexed by their media access card (MAC) address or tower ID. These databases are created by brute-force mapping efforts. Given such a database, a mobile device can scan for nearby towers and IEEE 802.11 access points (and their signal strength), look up their locations in the database and estimate where the device is physically located.

Signal-positioning systems are not as power hungry as GPS. However, conventional signal-positioning systems are much less accurate than GPS. These systems vary in accuracy from twenty to two-hundred meters based on the density of nearby towers and IEEE 802.11 access points.

Instead of the conventional location-awareness approaches, the technology described herein learns inherent observable characteristics of a particular location, associates that with the geo-location of that particular location, and stores that association in a database of such associations (e.g., a signal-fingerprint map). When a mobile device later observes the same inherent observable characteristics, it finds the geo-location that is associated with the just-observed characteristics in the signal-fingerprint map. With one or more implementations described herein, the inherent observable characteristics of a particular location are the “observed” ambient radio environment.

One or more implementations include, for example, a system that gathers crowd-sourced information from many mobile devices moving about the world. With that gathered information, the system recognizes and learns frequented discrete locations based on the “observed” ambient radio environment at those locations. In particular, the system recognizes and learns which ambient identifiable wireless (“IWS”) sources are part of a topography within reception range at those discrete locations. A wireless access point (WAP) is a specific example of an ambient IWS source.

Signal Fingerprinting

One or more implementations of the technologies described herein utilize a signal fingerprinting approach to learn a specific location and recognize it again. One or more of the implementations described herein utilize a particular form of signal fingerprinting called WiFi-based positioning. It is more commonly called “WiFi fingerprinting.” Generally, WiFi fingerprinting involves memorizing a location based upon the WAP “fingerprint” of “visible” WAPs and their observed signal strengths.

Conventionally, WiFi fingerprinting involves a detailed survey of the radio landscape in which the WAP identifications and observed signal-strengths are collected in a dense grid by sampling throughout the localization area. Each fingerprint is associated with the location at which it was observed. Once an area has had its fingerprint map created, a typical mobile device can perform a WiFi scan, perform a map lookup, and estimate its location within that area with a typical accuracy of one to three meters. WiFi fingerprinting techniques are low power, accurate and work with WiFi-enabled devices.

However, construction of a conventional WiFi fingerprint map is time consuming. Constructed in this conventional

way, the WiFi fingerprint map is only useful for the area in which it was collected. Interpolation is not possible for more than a few meters beyond the mapped area. As a result, conventional WiFi fingerprinting is typically used only in houses and small buildings, but rarely or never deployed in large buildings, on campus-wide scale, and over a city.

Crowdsourced Fingerprint Map

The technology described herein utilizes a horde of participating mobile devices collectively contributing location and signal-fingerprint associations determined while traveling about. Over time, a crowdsourced signal-fingerprint map of the world (or at least as much of it as can be signal fingerprinted) will be created. Crowdsourcing involves a process of outsourcing tasks to a distributed group of people or devices. Unlike outsourcing, crowdsourcing typically is done by a seemingly undefined public (i.e., crowd) rather than a well-defined group.

A user can choose to participate with this map creation. For example, the user downloading a mobile application ("app") onto their mobile device (e.g., smartphone or tablet) may accomplish the choice to participate. A participating device may contribute to the map as the device moves about. In one or more implementations, participating devices commit to make active contributions for only a very small percentage of the time (e.g., 1%).

Example Scenarios

FIG. 1 shows an example scenario **100** in which one or more implementations of the technology described here may be employed. The example scenario **100** illustrates contribution to the crowdsourced signal-fingerprint map.

For illustration purpose, the map **110** shows an automobile **102** on a road that has a driver or passenger (not shown) with an active wireless device **104**. While the wireless device **104** is active, a user does not need to interact with it.

The map **110** also shows several points of interest (POIs). The POIs depicted in FIG. 1 include a home **120**, a diner **122**, a café **124** (i.e., coffee shop), a school **126**, another café **128**, a doctor's office **130**, and a factory **132** (i.e., work). In addition, the map **110** shows many wireless access points (WAPs) distributed about the neighborhood. Each WAP is labeled with a capital letter ranging from A to I. A dashed double-lined circle indicates the range of each depicted WAP. While not shown as such in map **110**, each POI depicted in FIG. 1 also contains one or more WAPs.

For example, with reference to map **110** of FIG. 1, presume that Dorothy is participating in the crowdsourced signal-fingerprint map project. While she is driving in her automobile **102**, her mobile device **104** is actively contributing to the project. During this contribution time, the mobile device **104** gets a reading from the GPS satellites **140** to determine the geo-coordinates of its location. At the same location, the mobile device **104** gets one or more signal fingerprints of that location. The fingerprints may be obtained with a radio scan of ambient IWS sources and signal strength of such ambient IWS sources taken at the same time.

The mobile device **104** pairs the geo-coordinates readings and the signal-fingerprint readings of that location together. That is, the readings are associated with each other. The mobile device **104** uploads these paired readings to one or more network database servers **160** via a communications network **150** (such a cellular data network, a WAP, and/or the Internet). A geo-coordinate arrow **170** pointing towards the one or more network database servers **160** indicates the uploading of the geo-coordinates readings. Similarly, a signal-fingerprint arrow **172** pointing towards the one or more network database servers **160** indicates the uploading of the signal-fingerprint readings. Finally, a mapping request arrow

173 pointing from the one or more network servers **160** indicates requests that the network database servers **160** can make of the mobile device **104** to map the specific area where it is currently operating. In some implementations, the network database servers **160** can request a mobile device **104** to upload pairings from its current location in order to fill in holes in the fingerprint database.

More generally, the one or more network database servers **160** may be collectively described as "the cloud." The cloud is a generic label for remote services offered over a computer network (e.g., the Internet) that entrusts a user's data, software, and/or computation. Alternatively, the one or more network database servers **160** may be collectively described as a user-contributor cloud service.

With a multitude of uploaded contributions from many instances and many people, the user-contributor cloud service constructs a single, giant signal-fingerprint map or alternative several regional signal-fingerprint maps.

FIG. 2 shows an example scenario **200** in which one or more implementations of the technology described here may be employed. The example scenario **200** illustrates location estimation based upon the crowdsourced signal-fingerprint map.

Except for an automobile **202** and a mobile device **204**, all of the other items depicted in example scenario **100** are the same in this example scenario **200**. The mobile device **204** may be the same as or different from the mobile device **104**.

For example, with reference to map **110** of FIG. 2, presume that Isabel is participating in the crowdsourced signal-fingerprint map project. While she is driving in her automobile **202**, her mobile device **204** is actively determining its present location.

As indicated by the No symbol **242**, the mobile device **204** does not use GPS to determine its geo-location. Rather, the mobile device **204** pulls down relevant portion of the crowdsourced signal-fingerprint map from the cloud service. A relevant portion may be based upon some designated city, town, neighborhood, region, or area. Alternatively, it may be based upon recognition of ambient IWS sources near the mobile device **204**.

The mobile device **104** gets one or signal fingerprints of its present location. The fingerprints may be obtained with a radio scan of ambient IWS sources and signal strength of such ambient IWS sources taken at the same time.

Using the crowdsourced signal-fingerprint map (or a portion thereof), the mobile device **104** estimates its location based on the one or signal fingerprints of its present location.

As shown in FIG. 2, a geo-coordinate arrow **270** pointing away from the one or more network database servers **160** indicates the downloading of the geo-coordinates readings. More generally, it may represent a downloading of the crowdsourced signal-fingerprint map (or a portion thereof). Conversely, an arrow **272** pointing towards the one or more network database servers **160** indicates the mobile device **204** requesting specific geo-coordinates readings or portions of the crowdsourced signal-fingerprint map. The request may include some form of some location identifying information, such as a nearby signal fingerprint, nearby ambient IWS source, and/or a designation of the present city, town, neighborhood, region, or area.

Example System

FIG. 3 illustrates example system **300** for implementing the technology described herein. The system **300** includes the mobile device **304** (such as a tablet computer), a network **340**, and cloud service **350**.

As depicted, the mobile device **304** includes a memory **310**, one or more processor(s) **312**, a wireless scanner **314**, a

location estimator **316**, a signal-fingerprint manager **318**, a location manager **320**, a local database **322**, and a communications unit **324**. These functional components may be separate or some combination of hardware units. Alternatively, the components may be implemented, at least in part, in software and thus be stored in the memory **310** and executed by the processors **312**.

The wireless scanner **314** periodically scans for ambient IWS sources. The scanner **314** helps identify the encountered ambient IWS sources and store them in the memory **310**. When it observes an ambient IWS source, the wireless scanner **314** detects that ambient IWS source and identifies its unique identification (e.g., BSSID, MAC address, semantic name of "Home," etc.).

The location estimator **316** calculates the geo-physical or "real world" location of the mobile device **304**. The location estimator **316** uses location awareness technology, such as GPS.

Rather than calculate the geo-physical or "real world" location, the signal-fingerprint manager **318** relies upon an observation of the surrounding characteristic of a particular location to sufficiently distinguish it from other locations. In some implementations, the signal-fingerprint manager **318** generates one or more signal fingerprints based upon the ambient IWS sources. In some implementations, the scanner **314** and signal-fingerprint manager **318** are the same component.

The location manager **320** creates an association between the estimated location and the one or more signal fingerprints. The location manager **320** stores those associations in the local database **322**. In addition or in the alternative, the location manager **320** sends those associations to a remote computing system, such as the cloud-based service **350**. The cloud-based service **350** updates the crowdsourced signal-fingerprint map **360** based upon the new associations.

The local database **322** may be included in memory **310** or be its own separate storage system. The local database **322** is a local version of a crowdsourced signal-fingerprint map **360** or a portion thereof.

The communications unit **324** uploads the location-fingerprint pairings to the cloud-based service **350** via the network **340**. Alternatively or additionally, the communications unit **324** may upload updated versions of its local version of the map to the cloud-based service **350**.

Although not shown, the mobile device **304** also includes a graphics subsystem, an audio subsystem, and a user input subsystem. The graphics subsystem is designed to display, in a user-interface, the present location as determined by the technologies described herein. The user input subsystem is designed to receive input from a user as needed.

The network **340** may be a wired and/or wireless network. It may include the Internet infrastructure and it may be presented as the so-called "cloud." The network **340** may include wired or wireless local area network, a cellular network, and/or the like. The network **340** links the mobile device **304** with one or more network servers or cloud-based service **350**.

The cloud-based service **350** includes a communications subsystem **352**, a mapper **354**, a location assistant **356**, and the crowdsourced signal-fingerprint map **360**. The cloud-based service **350** need not be part of the so-called "cloud." Rather, it may be described as one or more network servers or more simply as a computing system.

The communications subsystem **352** receives a multitude of pairings of a geo-location with a signal fingerprint about its paired geo-location. While only one mobile device (which is

device **304**) is shown in FIG. **3**, in reality the communications subsystem **352** receives the multitude of pairings from a horde of mobile devices.

The mapper **354** maps the signal fingerprints to their paired geo-locations of a crowdsourced signal-fingerprint map. That is, the mapper **354** updates the crowdsourced signal-fingerprint map based upon the received multitude of location/fingerprint pairings.

The location assistant **356** responds to requests from the mobile devices to access information in the crowdsourced signal-fingerprint map **360**. For example, the location assistant **356** may download a portion of the crowdsourced signal-fingerprint map **360** to a device. The location assistant **356** may help a device in finding of a location associated with the one or more matching signal fingerprints in the crowdsourced signal-fingerprint map **360**.

The crowdsourced signal-fingerprint map **360** is a database of a multitude of pairings of a geo-location with a signal fingerprint about its paired geo-location. It is crowdsourced because the contents of the map/database are derived from a large horde or crowd of devices. Herein, the crowdsourced signal-fingerprint map **360** may be called a location-fingerprint database.

Location-Fingerprint Mapping Operations

FIG. **4** illustrates an example process **400** for implementing, at least in part, the technology described herein. In particular, process **400** depicts gathering of a location-fingerprint pairing by a mobile device. The newly gathered pairing may be used to updating a location-fingerprint map. Examples of such a mobile device include mobile devices **104**, **204**, and **304**.

At **402**, the mobile device estimates a present location of the mobile device. In particular, it estimates a geo-location using a location awareness technology, such as GPS.

At **404**, the mobile device determines the observable inherent characteristics about that present location. To that end, the mobile device determines one or more signal fingerprints about the device. As part of doing that, the mobile device observes one or more ambient IWS sources. The determined one or more signal fingerprints are based at least in part upon one or more of the observed ambient IWS sources.

At **406**, the mobile device associates the one or more signal fingerprints with the estimated location.

At **408**, the mobile device sends that association between the one or more signal fingerprints and the estimated location into a location-fingerprint database at a cloud-based service. Alternatively or additionally, the mobile device may store that association at a local version of the location-fingerprint database in the device's memory.

The entire process **400** may be triggered from time to time. The mobile device detects a change in location. The device or cloud-based service determines whether that change warrants triggering the process **400**. If so, then process is performed.

Examples of triggers that might warrant performing process **400** include an arbitrary choice (e.g., five randomly selected minutes per day) and a determination that the new location is one that is under mapped or a request by the cloud-based service **350** to gather pairings at the current location.

Location-Fingerprint Mapping Operations

FIG. **5** illustrates an example process **500** for implementing, at least in part, the technology described herein. In particular, process **500** depicts the generation and update of a crowdsourced location-fingerprint map based upon a multitude of location-fingerprint pairing from a horde of mobile devices. Examples of such mobile devices include mobile

devices **104**, **204**, and **304**. The process **500** may be performed by one or network servers or by a cloud-based service (e.g., service **350**).

At **502**, the cloud-based service receives a multitude of pairings of a geo-location with a signal fingerprint about its paired geo-location. A horde of mobile devices sends the multitude of pairings to the cloud-based service. The terms multitude and horde are intended to infer that very large numbers are involved here. Not just tens, hundreds, or thousands. But much more than that.

At **504**, the cloud-based service maps the signal fingerprints to their paired geo-locations of a crowdsourced signal-fingerprint map. That is, the cloud-based service updates the crowdsourced signal-fingerprint map based upon the received multitude of location/fingerprint pairings.

Operations of Location Estimation Based Upon a Location-Fingerprint Map

FIG. 6 illustrates an example process **600** for implementing, at least in part, the technology described herein. In particular, process **600** depicts the generation and update of a crowdsourced location-fingerprint map based upon a multitude of location-fingerprint pairing from a horde of mobile devices. Examples of such mobile devices include mobile devices **104**, **204**, and **304**.

At **602**, the mobile device determines the observable inherent characteristics about its present location. To that end, the mobile device determines one or more signal fingerprints at its current location. As part of doing that, the mobile device observes one or more ambient IWS sources. The determined one or more signal fingerprints are based at least in part upon one or more of the observed ambient IWS sources.

At **604**, the mobile device matches the one or more present signal fingerprints with one or more fingerprints stored in a location-fingerprint database.

At **606**, the mobile device finds a location associated with the one or more matching signal fingerprints in the location-fingerprint database.

With **604** and **606**, the mobile device accesses the location-fingerprint database. That database, or a portion thereof, may be cached into the local memory of the device. Additionally or alternatively, the database may be stored on a remote computing system, such as is used with a cloud-based service.

At **606**, the mobile device selects the found location as the present location.

At **608**, the mobile device performs one or more actions based upon the present location. That action may be simply to present the location to the user via a user interface (e.g., display and audio). Using a user interface (UI) on the device, a user may configure an action to be performed. An action may include a trigger (e.g., three minutes from a particular destination), automatic actions to be performed (e.g., sending a text message), and objects of such action (e.g., recipient of such a text message). Examples of other actions include sending an email, launching an application or program, providing the current location to a running application or system component through an API, enable a system function, or other so-called geo-fencing actions.

Example Computing Device

FIG. 7 illustrates an example system **700** that may implement, at least in part, the technologies described herein. In various implementations, system **700** is a media system, although system **700** is not limited to this context. For example, system **700** can be incorporated into a personal computer (PC), laptop computer, ultra-laptop computer, tablet, touch pad, portable computer, handheld computer, palm-top computer, personal digital assistant (PDA), cellular telephone, combination cellular telephone/PDA, television,

smart device (e.g., smart phone, smart tablet, or smart television), mobile internet device (MID), messaging device, data communication device, and so forth.

In various implementations, system **700** includes a platform **702** coupled to a display **720**. Platform **702** receives content from devices such as content services device **730**, content delivery device **740**, or other similar content sources. A navigation controller **750** including one or more navigation features may be used to interact with, for example, platform **702** and/or display **720**.

In various implementations, platform **702** includes any combination of a chipset **705**, a processor **710**, memory **712**, storage **714**, a graphics subsystem **715**, applications **716** and/or radio **718**. Chipset **705** provides intercommunication among processor **710**, memory **712**, storage **714**, graphics subsystem **715**, application **716**, and/or radio **718**. For example, chipset **705** can include a storage adapter (not depicted) capable of providing intercommunication with storage **714**.

Processor **710** may be implemented as a complex instruction set computer (CISC) or reduced instruction set computer (RISC) processors, x86 instruction set compatible processors, multicore, or any other microprocessor or central processing unit (CPU). In various implementations, processor **710** may be dual-core processors, dual-core mobile processors, and so forth.

Memory **712** may be implemented as a volatile memory device such as, but not limited to, a random access memory (RAM), dynamic random access memory (DRAM), or static RAM (SRAM).

Storage **714** may be implemented as a nonvolatile storage device such as, but not limited to, a magnetic disk drive, optical disk drive, tape drive, an internal storage device, an attached storage device, flash memory, battery backed-up synchronous DRAM (SDRAM), and/or a network accessible storage device. In various implementations storage **714** includes technology to increase the storage performance-enhanced protection for valuable digital media when multiple hard drives are included.

Graphics subsystem **715** processes of images such as still or video for display. Graphics subsystem **715** can be a graphics processing unit (GPU) or a visual processing unit (VPU), for example. An analog or digital interface may be used to communicatively couple the graphics subsystem **715** and the display **720**. For example, the interface can be a high-definition multimedia interface, display port, wireless high definition media interface (HDMI), and/or wireless HD-compliant techniques. Graphics subsystem **715** may be integrated into processor **710** or chipset **705**. In some implementations graphics subsystem **715** may be a stand-alone card communicatively coupled to chipset **705**.

The graphics and/or video processing techniques described herein are implemented in various hardware architectures. For example, graphics and/or video functionality may be integrated within a chipset. Alternatively, a discrete graphics and/or a video processor may be used. As still another implementation, the graphics and/or video functions may be provided by a general-purpose processor, including a multicore processor. In further embodiments, the functions may be implemented in a consumer electronics device.

Radio **718** may include one or more radios capable of transmitting and receiving signals using various suitable wireless communications techniques. Such techniques involve communications across one or more wireless networks. Example wireless networks include, but are not limited to, wireless local area networks (WLANs), wireless personal area networks (WPANs), wireless metropolitan area

network (WMANs), cellular networks, and satellite networks. In communicating across such networks, radio **718** operates in accordance with one or more applicable standards in any version.

In various implementations, display **720** includes any television-type monitor or display. Display **720** may include, for example, a computer display screen, touch-screen display, video monitor, television-like device, and/or a television. Display **720** can be digital and/or analog. In various implementations, display **720** may be a holographic display. In addition, display **720** may be a transparent surface that receives a visual projection. Such projections convey various forms of information, images, and/or objects. For example, such projections may be a visual overlay for a mobile augmented reality (MAR) application. Under the control of one or more software applications **716**, platform **702** can display user interface **722** on display **720**.

In various implementations, content services device(s) **730** may be hosted by any national, international, and/or independent service and thus accessible to platform **702** via the Internet. Content services device(s) **730** may be coupled to platform **702** and/or to display **720**. Platform **702** and/or content services device(s) **730** may be coupled to a network **760** to communicate media information to and from the network **760**. Content delivery device(s) **740** also may be coupled to platform **702** and/or to display **720**.

In various implementations, content services device(s) **730** include a cable television box, personal computer, network, telephone, Internet-enabled devices, appliances capable of delivering digital information and/or content, and any other similar device capable of unidirectionally or bidirectionally communicating content between content providers and platform **702** and/display **720**, via network **760** or directly. The content can be communicated unidirectionally and/or bidirectionally to and from any one of the components in system **700** and a content provider via a network **760**. Examples of content include any media information including, for example, video, music, medical and gaming information, and so forth.

Content services device(s) **730** receive content such as cable television programming including media information, digital information, and/or other content. Examples of content providers include any cable or satellite television or radio or Internet content providers. The provided examples are not meant to limit implementations in accordance with the present disclosure in any way.

In various implementations platform **702** may receive control signals from navigation controller **750** having one or more navigation features. The navigation features of controller **750** may be used to interact with user interface **722**, for example. In some embodiments, navigation controller **750** may be a pointing device such as a computer hardware component, specifically a human interface device, that allows a user to input spatial (e.g., continuous and multi-dimensional) data into a computer. Many systems such as graphical user interfaces (GUI), and televisions and monitors allow the user to control and provide data to the computer or television using physical gestures.

Movements of the navigation features of controller **750** can be replicated on a display (e.g., display **720**) by movements of a pointer, cursor, focus ring, or other visual indicators displayed on the display. For example, under the control of software applications **716**, the navigation features located on navigation controller **750** can be mapped to virtual navigation features displayed on user interface **722**. In some embodiments, controller **750** may not be a separate component but may be integrated into platform **702** and/or display **720**. The

present disclosure, however, is not limited to the elements or in the context shown or described herein.

In various implementations, drivers (not shown) include technology to enable users to instantly turn on and off platform **702** like a television with the touch of a button after initial boot up, when enabled. Program logic allows platform **702** to stream content to media adaptors or other content services device(s) **730** or content delivery device(s) **740** even when the platform is turned off. In addition, chipset **705** includes hardware and/or software support for 5.1 surround sound audio and/or high definition 5.1 surround sound audio, for example. Drivers may include a graphics driver for integrated graphics platforms. In some embodiments the graphics driver may comprise a peripheral component interconnect (PCI) express graphics card.

In various implementations any one or more of the components shown in system **700** can be integrated. For example, platform **702** and content services device(s) **730** can be integrated, or platform **702** and content delivery device(s) **740** can be integrated, or platform **702**, content services device(s) **730**, and content delivery device(s) **740** can be integrated. In various embodiments, platform **702** and display **720** can be an integrated unit. Display **720** and content service device(s) **730** can be integrated, or display **720** and content delivery device(s) **740** can be integrated. These examples are not meant to limit the present disclosure.

In various embodiments system **700** can be implemented as a wireless system, a wired system, or a combination of both. When implemented as a wireless system, system **700** can include components and interfaces suitable for communicating over a wireless shared media, such as one or more antennae, transmitters, receivers, transceivers, amplifiers, filters, control logic, and so forth. An example of wireless shared media includes portions of a wireless spectrum, such as the RF spectrum. When implemented as a wired system, system **700** can include components and interfaces suitable for communicating over wired communications media, such as input/output (I/O) adapters, physical connectors to connect the I/O adapter with a corresponding wired communications medium, a network interface card (NIC), disc controller, video controller, audio controller, and the like. Examples of wired communications media can include a wire, cable, metal leads, printed circuit board (PCB), backplane, switch fabric, semiconductor material, twisted-pair wire, coaxial cable, fiber optics, and others.

Platform **702** can establish one or more logical or physical channels to communicate information. The information includes media information and control information. Media information refers to any data representing content meant for a user. Examples of content include data from a voice conversation, videoconference, streaming video, electronic mail ("e-mail") message, voice-mail message, alphanumeric symbols, graphics, image, video, text, and so on. Data from a voice conversation can be, for instance, speech information, silence periods, background noise, comfort noise, tones, and other similar items. Control information refers to any data representing commands, instructions, or control words meant for an automated system. For example, control information can be used to route media information through a system, or instruct a node to process the media information in a predetermined manner. The embodiments, however, are not limited to the elements or in the context shown or described in FIG. 7.

As described above, system **700** can be embodied in varying physical styles or form factors. FIG. 7 illustrates implementations of a small form-factor device **700** in which system **700** can be embodied. In embodiments, for example, device **700** can be implemented as a mobile computing device hav-

ing wireless capabilities. A mobile computing device may refer to any device having a processing system and a mobile power source or supply, such as one or more batteries.

Examples of a mobile computing device, in addition to those already mentioned, also may include computers that are arranged to be worn by a person, such as a wrist computer, finger computer, ring computer, eyeglass computer, belt-clip computer, arm-band computer, shoe computers, clothing computers, and other wearable computers. In various embodiments, a mobile computing device can be implemented as a smart phone capable of executing computer applications, as well as voice communications and/or data communications. Although some embodiments can be described with a mobile computing device, other embodiments can be implemented using other wireless mobile computing devices as well. The embodiments are not limited in this context.

As shown in FIG. 8, device 800 includes a housing 802, a display 804, an I/O device 806, and an antenna 808. Device 800 also includes navigation features 812. Display 804 includes any suitable display unit for displaying information appropriate for a mobile computing device. I/O device 806 includes any suitable I/O device for entering information into a mobile computing device. Examples for I/O device 806 include an alphanumeric keyboard, a numeric keypad, a touch pad, input keys, buttons, switches, rocker switches, microphones, speakers, voice recognition device and software, and others. Information also can be entered into device 800 by way of microphone (not shown). Such information is digitized by a voice recognition device (not shown). The embodiments are not limited in this context.

Various embodiments can be implemented using hardware elements, software elements, or a combination of both. Examples of hardware elements include processors, microprocessors, circuits, circuit elements (e.g., transistors, resistors, capacitors, inductors, etc.), integrated circuits, application specific integrated circuits (ASIC), programmable logic devices (PLD), digital signal processors (DSP), field programmable gate array (FPGA), logic gates, registers, semiconductor device, chips, microchips, chip sets, and more. Examples of software include software components, programs, applications, computer programs, application programs, system programs, machine programs, operating system software, middleware, firmware, software modules, routines, subroutines, functions, methods, procedures, software interfaces, application program interfaces (API), instruction sets, computing code, computer code, code segments, computer code segments, words, values, symbols, or any combination thereof. Determining whether an embodiment is implemented using hardware elements and/or software elements varies in accordance with any number of factors, such as desired computational rate, power levels, heat tolerances, processing cycle budget, input data rates, output data rates, memory resources, data bus speeds, and other design or performance constraints.

One or more aspects of at least one embodiment can be implemented by representative instructions stored on a machine-readable medium that represents various logic within the processor, which when read by a machine causes the machine to fabricate logic to perform the techniques described herein. Such representations, known as "IP cores" can be stored on a tangible, machine-readable medium and supplied to various customers or manufacturing facilities to load into the fabrication machines that actually make the logic or processor.

While certain features set forth herein have been described with reference to various implementations, this description is

not intended to be construed in a limiting sense. Hence, various modifications of the implementations described herein, as well as other implementations, which are apparent to persons skilled in the art to which the present disclosure pertains are deemed to lie within the spirit and scope of the present disclosure.

Realizations in accordance with the present invention have been described in the context of particular embodiments. These embodiments are meant to be illustrative and not limiting. Many variations, modifications, additions, and improvements are possible. Accordingly, plural instances may be provided for components described herein as a single instance. Boundaries between various components, operations, and data stores are somewhat arbitrary, and particular operations are demonstrated in the context of specific illustrative configurations. Other allocations of functionality are envisioned and may fall within the scope of claims that follow. Finally, structures and functionality presented as discrete components in the various configurations may be implemented as a combined structure or component. These and other variations, modifications, additions, and improvements may fall within the scope of the invention as defined in the claims that follow.

Additional and Alternative Implementation Notes

As used herein, a mobile device may be called a wireless device, portable device, handset, handheld device, or the like. In general, a mobile device is a small, hand-held, portable computing device that typically has a display screen and some user input mechanism (e.g., touch screen or keyboard). Often they weigh less than two pounds. Often, they are equipped with wireless communications capabilities, such as Wi-Fi, Bluetooth, and cellular. Examples of implementations of a mobile device include a smartphone, a tablet computer, a feature phone, a personal digital assistant (PDA), a wireless-enabled wearable device, a laptop computer, netbook computer, handheld device, handset, and portable computer.

As used herein, WiFi refers to wireless signals based upon the IEEE 802.11 set of standards for implementing wireless local area network (WLAN) computer communication in the 2.4, 3.6 and 5 GHz frequency bands. These standards are created and maintained by the IEEE LAN/MAN Standards Committee (IEEE 802).

Bluetooth is a wireless technology standard for exchanging data over short distances. Zigbee is a specification for a group of communication protocols using small, low-power digital radios based on an IEEE 802 standard for personal area networks. WiDi refers to a wireless display standard developed by Intel.

An example of an IWS sources is a wireless access point (WAP), which allows access to a wired network using WiFi, Bluetooth, Zigbee, or other such wireless communication standards. The IWS sources are called ambient herein because they may be detected or "observed" in the environment by the mobile device. The IWS sources are called "identifiable" because each is uniquely identifiable. For example, each WAP may be uniquely identified by its basic service set identification (BSSID) or media access card (MAC) address. Of course, other identifying characteristics may be used alone or in combination with each other or with the BSSID or MAC address. Examples of such other identifying characteristics include service set identification (SSID) and received signal strength indication (RSSI).

In the above description of exemplary implementations, for purposes of explanation, specific numbers, materials configurations, and other details are set forth in order to better explain the present invention, as claimed. However, it will be apparent to one skilled in the art that the claimed invention

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may be practiced using different details than the exemplary ones described herein. In other instances, well-known features are omitted or simplified to clarify the description of the exemplary implementations.

The inventor intends the described exemplary implementations to be primarily examples. The inventor does not intend these exemplary implementations to limit the scope of the appended claims. Rather, the inventor has contemplated that the claimed invention might also be embodied and implemented in other ways, in conjunction with other present or future technologies.

Moreover, the word “exemplary” is used herein to mean serving as an example, instance, or illustration. Any aspect or design described herein as exemplary is not necessarily to be construed as preferred or advantageous over other aspects or designs. Rather, use of the word “exemplary” is intended to present concepts and techniques in a concrete fashion. The term “technology,” for instance, may refer to one or more devices, apparatuses, systems, methods, articles of manufacture, and/or computer-readable instructions as indicated by the context described herein.

As used in this application, the term “or” is intended to mean an inclusive “or” rather than an exclusive “or.” That is, unless specified otherwise or clear from context, “X employs A or B” is intended to mean any of the natural inclusive permutations. That is, if X employs A; X employs B; or X employs both A and B, then “X employs A or B” is satisfied under any of the foregoing instances. In addition, the articles “a” and “an” as used in this application and the appended claims should generally be construed to mean “one or more,” unless specified otherwise or clear from context to be directed to a singular form.

Note that the order in which the processes are described is not intended to be construed as a limitation, and any number of the described process blocks can be combined in any order to implement the processes or an alternate process. Additionally, individual blocks may be deleted from the processes without departing from the spirit and scope of the subject matter described herein.

One or more embodiments described herein may be implemented fully or partially in software and/or firmware. This software and/or firmware may take the form of instructions contained in or on a non-transitory computer-readable storage medium. Those instructions may then be read and executed by one or more processors to enable performance of the operations described herein. The instructions may be in any suitable form, such as but not limited to source code, compiled code, interpreted code, executable code, static code, dynamic code, and the like. Such a computer-readable medium may include any tangible non-transitory medium for storing information in a form readable by one or more computers, such as but not limited to read only memory (ROM); random access memory (RAM); magnetic disk storage media; optical storage media; a flash memory, etc.

The term “computer-readable media” includes computer-storage media. For example, computer-storage media may include, but are not limited to, magnetic storage devices (e.g., hard disk, floppy disk, and magnetic strips), optical disks (e.g., compact disk [CD] and digital versatile disk [DVD]), smart cards, flash memory devices (e.g., thumb drive, stick, key drive, and SD cards), and volatile and nonvolatile memory (e.g., RAM and ROM).

The invention claimed is:

1. A mobile device comprising:
 - a location estimator configured to estimate a present location of the mobile device;

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- a signal-fingerprint manager configured to determine one or more signal fingerprints about the mobile device at that present location, wherein the determined one or more signal fingerprints are based at least in part upon a signal strength and a corresponding identification of one or more ambient identifiable wireless signal (IWS) sources;

- a location manager configured to associate the estimated location with the determined one or more signal fingerprints;

- a communications unit configured to send the association between the estimated location and the determined one or more signal fingerprints to a remote location-fingerprint database.

2. A mobile device as recited by claim 1, wherein:

- the communications unit is further configured to receive a request from network server to map the present location; the location manager is further configured to trigger the location estimator to estimate, the signal-fingerprint manager to determine, the location manager to associate, and the communications unit to send.

3. A mobile device as recited by claim 1, wherein the location manager is further configured to:

- detect a change of present location of the mobile device; determine whether to trigger contribution based, at least in part, upon the detecting of a change of present location; in response to the trigger determination, trigger the location estimator to estimate, the signal-fingerprint manager to determine, the location manager to associate, and the communications unit to send.

4. A mobile device as recited by claim 1, wherein the corresponding identification of the one or more ambient identifiable wireless signal (IWS) sources includes one of a media access card MAC address or a basic service set identification (BSSID).

5. A mobile device as recited by claim 1, wherein the signal fingerprints are WiFi fingerprints.

6. A mobile device as recited by claim 1, wherein the estimated location is a geo-location.

7. A mobile device as recited by claim 1, wherein the present location is estimated, at least in part, by a global positioning system (GPS).

8. A mobile device as recited by claim 1, wherein the mobile devices are wireless devices selected from a group consisting of a smartphone, a tablet computer, a feature phone, a personal digital assistant (PDA), a wireless-enabled wearable device, a laptop computer, netbook computer, handheld device, handset, and portable computer.

9. One or more non-transitory computer-readable media with processor-executable instructions stored thereon which when executed by one or more processors cause performance of operations comprising:

- estimating a present location of a mobile device; determining one or more signal fingerprints about the mobile device at that present location, wherein the determined one or more signal fingerprints are based at least in part upon a signal strength and a corresponding identification of one or more ambient identifiable wireless signal (IWS) sources;

- associating the estimated location with the determined one or more signal fingerprints;

- sending the association between the estimated location and the determined one or more signal fingerprints to a remote location-fingerprint database.

10. One or more non-transitory computer-readable media as recited by claim 9 further comprising
 - detecting a change of present location of the mobile device;

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determining whether to trigger contribution based, at least in part, upon the detecting of a change of present location;

in response to the trigger determination, triggering the estimating, determining, associating, and sending 5 operations as recited by claim 9.

11. One or more non-transitory computer-readable media as recited by claim 9, wherein the determining includes observing the one or more ambient identifiable wireless signal (IWS) sources. 10

12. One or more non-transitory computer-readable media as recited by claim 11, wherein the corresponding identification of the one or more ambient identifiable wireless signal (IWS) sources includes one of a media access card MAC address or a basic service set identification (BSSID). 15

13. One or more non-transitory computer-readable media as recited by claim 9, wherein the signal fingerprints are WiFi fingerprints.

14. One or more non-transitory computer-readable media as recited by claim 9, wherein the estimated location is a geo-location. 20

15. One or more non-transitory computer-readable media as recited by claim 9, wherein the present location is estimated, at least in part, by a global positioning system (GPS).

16. One or more non-transitory computer-readable media 25 as recited by claim 9, wherein the mobile devices are wireless devices selected from a group consisting of a smartphone, a tablet computer, a feature phone, a personal digital assistant (PDA), a wireless-enabled wearable device, a laptop computer, netbook computer, handheld device, handset, and portable computer. 30

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